
Title: Regarding the Statue of the Mount

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The Statue of the Mount is an enchanted statuette, which can be transformed into an ethereal mount upon command. After many years of research and countless attempts, the Mages of the Lyceum have succeeded in enchanting a small statuette. The initial attempts were quite humorous, as we could not bring any sort of earthly solidity to the ethereal creature. On the other hand we had succeeded in conjuring a nice illusion.

It was not until Torcuil read a copy of the Codex Necromicum, that we were able to understand how to bring structure to the image. In a long forgotten and forbidden spell regarding the creation of skeletal mounts, the Codex mentions the need to bring integrity to the mount. The Codex claimed bone from a Bone Magi of Deceit would bring integrity to the mount.

Needless to say this gray and shady use of the bone of a Human Being, troubled a good deal of souls in the

Lyceum. However
after much,
discussion,
theorizing, soul
searching and the
addition of
neutralizing
rereagents, we
received permission
from the Lord
Librarian to continue
our studies.

We commissioned an
artist from Britain,
by the name of Cirala,
to create three
statuettes. One of a
Valiant and Steadfast
Horse, another of a
Sacred and Noble
Llama, and another of
a Swift and Fierce
Frenzied Ostard. The
statuettes were cast
from the finest
Minocian Shadow
Iron. After casting the
enchantment was
placed upon each
statuette. We found
that the order of the
use of reagents was
crucial.

First a conclave of
Three Mages of at
least master Status
must be convened for
the enchantment.

Then each mage must
wind a wire around
the statuette. One wire
of gold to channel the
magical energies; a
wire of copper to
mentally connect the
beast to the caster; and
a wire of iron to tie
the beast to this
world.

Next the dust from
three pieces of amber
must be combined
with three clods of
fertile dirt from an

Earth Elemental.

This mixture should be added to three pieces of crushed bone from a Bone Magi of Deceit. (It would be wise to add a brief prayer to the spirit of Compassion, for the peaceful repose of the Mage who was contorted by Evil and transformed into the Bone Magi.) This mixture should be added to a gallon of water from the shrine of Compassion.

To this soup, add the powder from three finely crushed amethysts. At this point one of the mages should begin to chant An Lor Xen (to enhance the etherealness of the steed.)

As the first chanting mage chants, another mage should wrap the statuette in leather from the creature represented and begin chanting Kal Xen (to summons the essence of the steed)

Then the caster should place the reagent mixture in a large cauldron of boiling water. Now we enter the final stages of the enchantment. While the other tow mages are chanting, the caster must grind fresh Blackmoor from a Lich Lord into a fine dust. This Dust must then be placed, along with a sheaf of wheat, into a large

barrel lined with gold.
Now the caster should
begin chanting Kal
Terram Xen Muto (as
his comrades continue
their chants.)

Finally the statuette
and the mixture
should be poured into
the gold lined barrel.
Then after adding two
more sheaves of
wheat the contents of
the barrel should be
set aflame with the
intense Magikal fire
of a Flamestrike
spell.

Only if this process
is followed can the
mount be cleansed of
the evil inherent to the
bone of a Bone Magi of
Deceit.

List of Reagents
needed.

3 pieces of Amber
1 yard of Gold Wire
1 yard of Copper Wire
1 yard of Iron Wire
3 Amethysts
3 Clods of Fertile Dirt
from an Earth
Elemental
3 Pieces of Blackmoor
from a Lich Lord
3 Bones from a Bone
Magi of Deceit
3 sheaves of Wheat
1 gold line barrel
1 statuette cast from
shadow iron